SEGA™

Acclaim®

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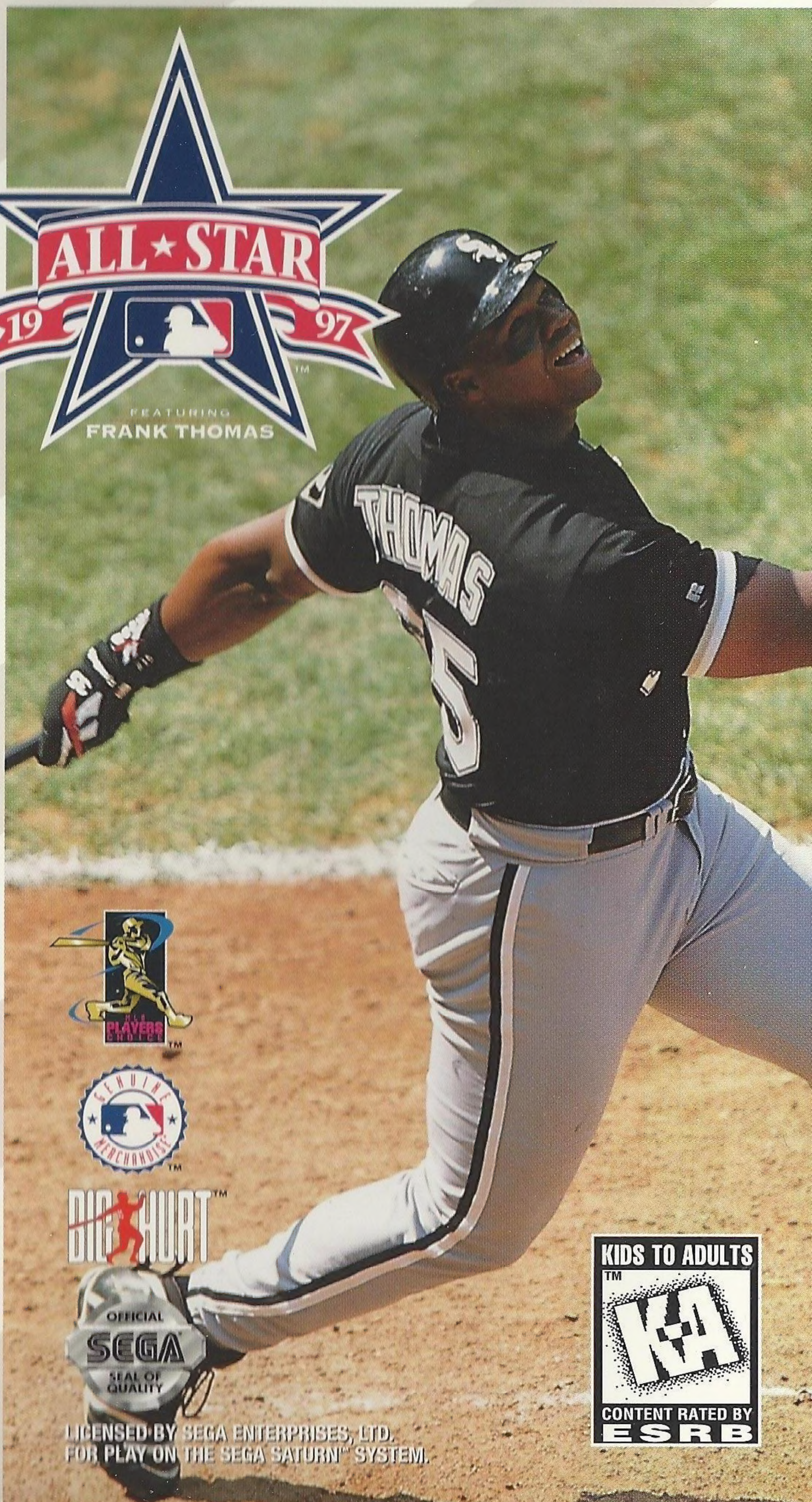
ALL-STAR 1997

FEATURING
FRANK THOMAS



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GENUINE MERCHANDISE™

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FOR PLAY ON THE SEGA SATURN™ SYSTEM.

KIDS TO ADULTS
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SEGA SATURN™

T-8150H

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- The Sega Saturn Disc is intended for use exclusively with the Sega Saturn™ System.
- Do not bend it, crush it, or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional recess during extended play, to rest yourself and the Sega Saturn compact disc.
- Keep your Sega Saturn compact disc clean. Always hold by the edges and keep it in it's case when not in use. Clean with a lint – free, soft dry cloth – wiping in straight lines from center to edge. Never use solvents or abrasive cleaners.

WARNING TO OWNERS OF PROJECTION TELEVISIONS: STILL PICTURES OR IMAGES MAY CAUSE PERMANENT PICTURE-TUBE DAMAGE OR MARK THE PHOSPHOR OF THE CRT. AVOID REPEATED OR EXTENDED USE OF VIDEO GAMES ON LARGE-SCREEN PROJECTION TELEVISIONS.

THIS PRODUCT HAS BEEN RATED BY THE ENTERTAINMENT SOFTWARE RATING BOARD. FOR INFORMATION ABOUT THE ESRB RATING, OR TO COMMENT ABOUT THE APPROPRIATE-NESS OF THE RATING, PLEASE CONTACT THE ESRB AT 1-800-771-3772.

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A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce pre-viously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symp-toms while playing a video game- dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any invol-untary movement, or convulsions- IMMEDIATELY discontinue use and consult your physician before resuming play.

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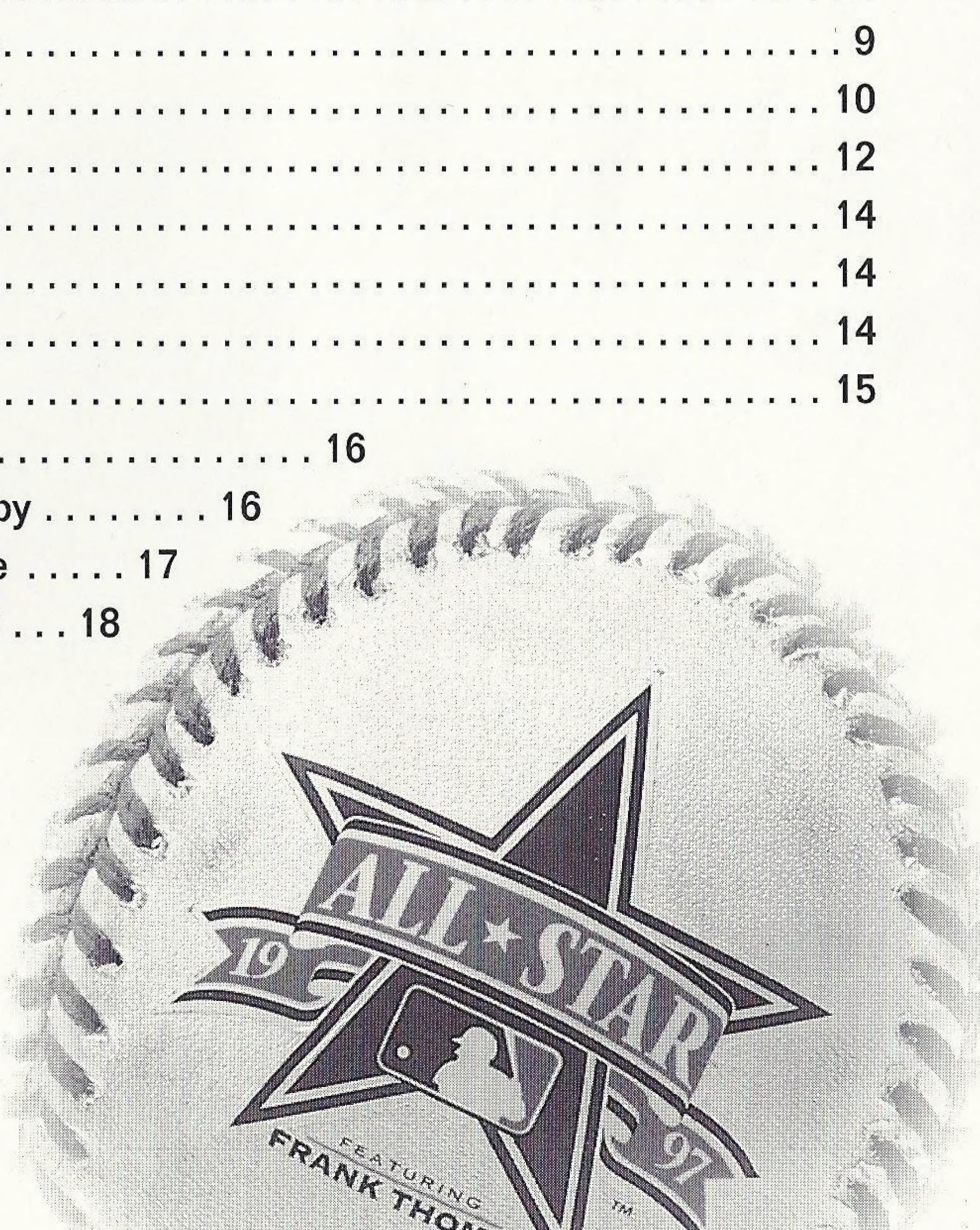


INTRODUCTION

If you're ready for the pure baseball pleasure of America's classic digital diamond diversion, step up to the plate with All-Star Baseball '97 Featuring Frank Thomas™. Enjoy summertime anytime, with great stats, all the great names, the teams you love (and the teams you love to hate!) and all the action you can handle! Batter up!

STARTING UP

1. Set up your Sega Saturn™ system as described in its instruction manual. Plug in Control Pad 1.

Note: All-Star Baseball '97 is for one or two players.

2. Place the All-Star Baseball '97 disc, label side up, in the well of the CD tray and close the lid.

3. Turn on the TV or monitor and the Sega Saturn. The Sega Saturn logo appears on screen. (If nothing happens, turn the system off and make sure it is set up correctly before turning it on again.)

Important: Your Sega Saturn CD contains a security code that allows the disc to be read. Be sure to keep the disc clean and handle it carefully. If your Sega Saturn system has trouble reading the disc, remove the disc and wipe it carefully, starting from the center of the disc and wiping straight out toward the edge.

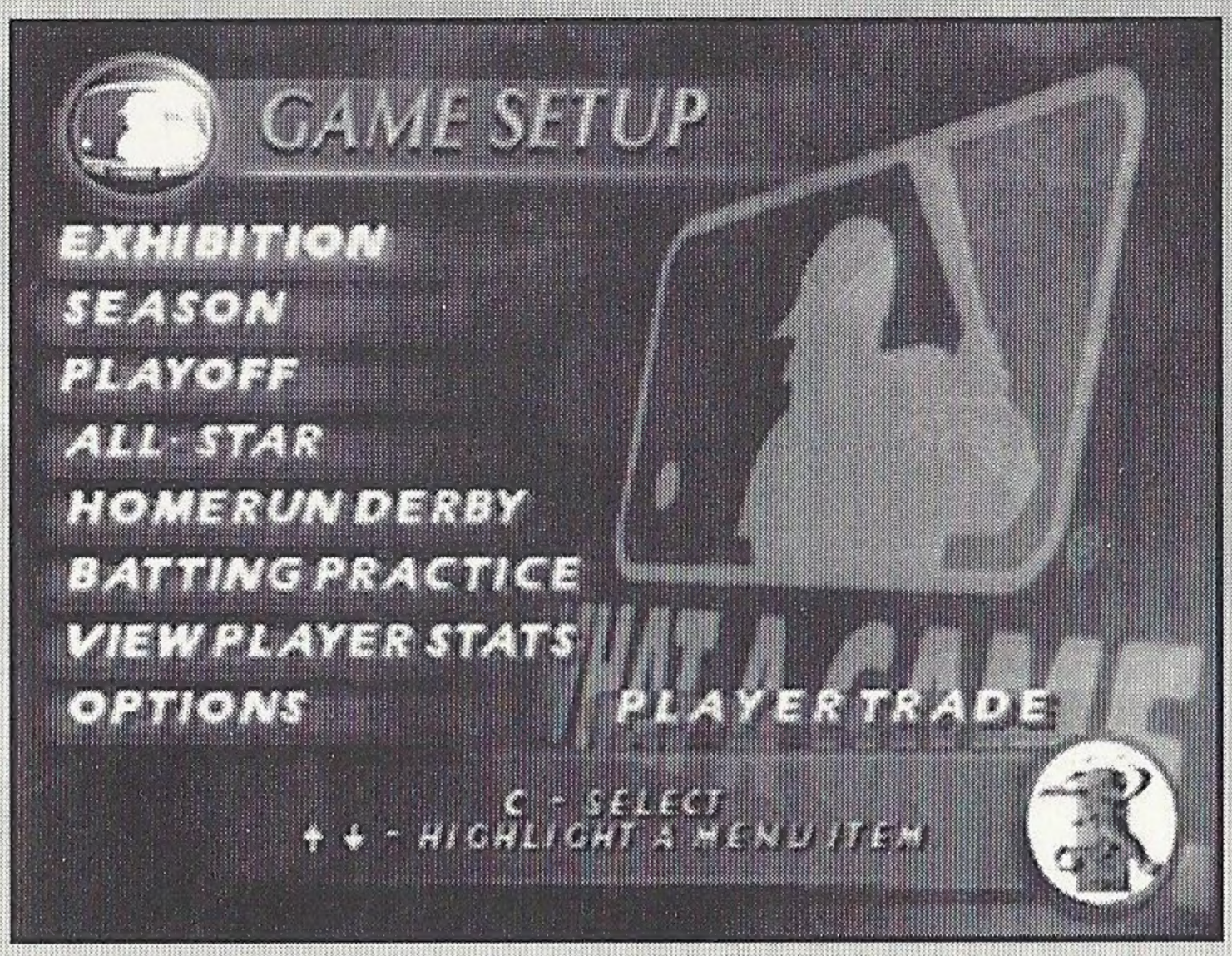
PLAY BALL!

When the title screen appears, press the START BUTTON. You will then see the Game Setup Screen. This screen allows you to select from 6 game play modes and to set Main Options.

- TO SELECT AN ITEM AND ADVANCE, PRESS THE C BUTTON.
- TO CANCEL A SELECTION AND RETURN TO A PREVIOUS SCREEN, PRESS THE B BUTTON.

To return to the Title Screen at anytime, hold down the START BUTTON and press the A, B & C BUTTON.

GAME SET-UP



This is where you select your game type, set options, view stats and make trades. The various game types are described on page 14. For information on Viewing Stats and Trade Players, see Managing Your Team (page 8).

OPTIONS

To select an option, highlight (UP or DOWN on the D-PAD). Toggle settings by pressing LEFT or RIGHT.

Difficulty Choose between Rookie and Veteran skill levels.
Time of Day Choose a Day, Night or Randomly selected game time.
Announcer Turn the play-by-play announcer ON or OFF
Sound Turn the sound effects ON or OFF.
Audio Toggle between MONO and STEREO music.
Sound Test Listen to sound sample of the sound effects.
Music Test Listen to sample of the musical themes.

Memory Options offers these choices:

Load Settings allows you to load previously saved settings.
Save Settings allows you to save your current settings.
Load Roster allows you to load a previously saved roster.

The game will detect the presence or lack of a Memory Cartridge. Follow on-screen prompts to Save or Load data to the internal or external memory.

PLAY MODES

If you select Exhibition, Season, Playoff or All-Star Game, you will then choose between two play modes, Quick Play or Regulation Play, and make other adjustments.

- Quick Play mode: It's one strike and you're out! Because of this Quick Play rule, foul balls do NOT count as strikes.

Note: Stats for Quick Play games will vary from those in Regulation Play.

- Regulation Play follows the established Major League™ rules.
- Number of Innings: You can set how many innings any game will be, from 1-9.
- One Player Games: This pits you against a computer-controlled opponent. In Season play, Player One controls the team that goes through a season.
- Two Player Games: Two players match skills and strategy.

CONTROLS: BASIC OFFENSE

Batting Controls

Just ask Frank Thomas: hitting is all about timing!
To control the bat when at the plate, use the following controls:

SWING

Press the C BUTTON. This applies to pushing and pulling for right and left handed hitters.

LEFT HANDED BATTING

PULLING THE BALL: Press RIGHT + C BUTTON

PUSHING THE BALL: Press LEFT + C BUTTON

RIGHT HANDED BATTING

PULLING THE BALL: Press LEFT + C BUTTON

PUSHING THE BALL: Press RIGHT + C BUTTON

BUNTING

Press the B BUTTON to bunt. Use LEFT or RIGHT while bunting to push or pull the ball as described under left and right handed batting.

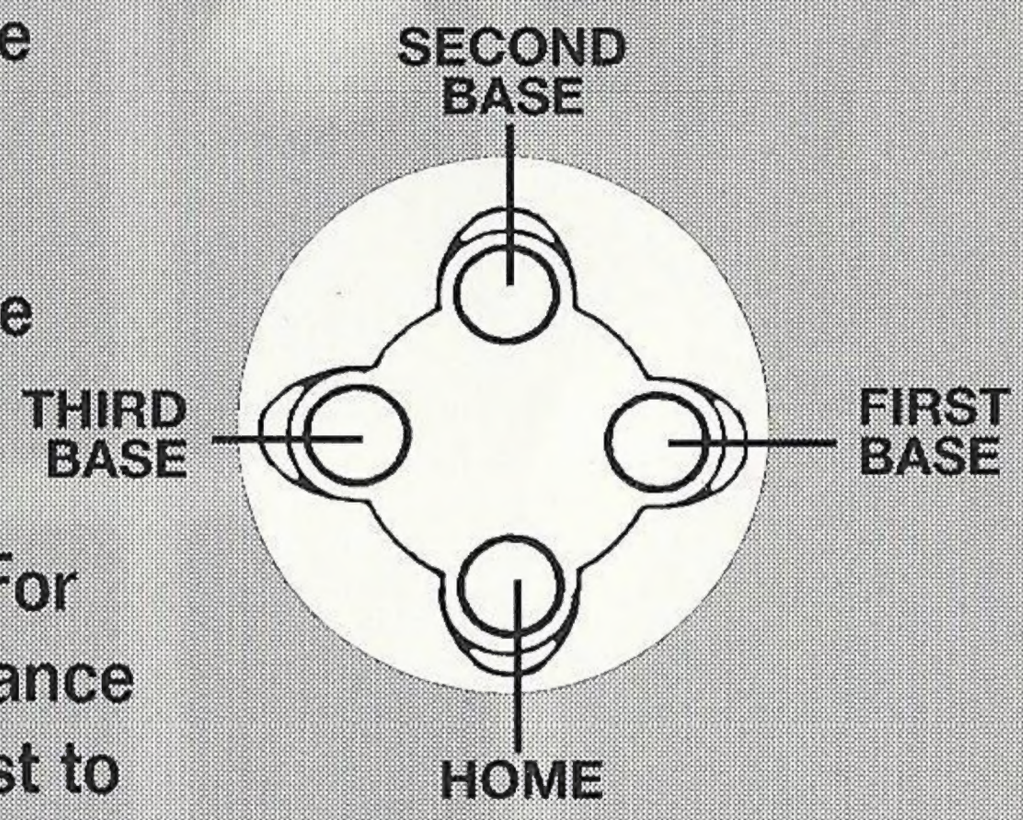
PINCH HITTER

In a tight situation, bring in a pinch hitter for the pitcher or another batter. You can replace a current batter with a pinch hitter by going to Substitution under Lineup in the Pause Options.

Base Running:

ADVANCING RUNNERS

- Base runners are advanced by pressing the Y BUTTON and the direction of the desired base on the D-PAD. For example, to advance a runner from 1st to 2nd, press the Y BUTTON plus UP on the D-PAD.



- To return to a base, press the Z BUTTON and the D-PAD in the direction of the base.

ADVANCING & RETURNING MULTIPLE RUNNERS

When the game situation forces base runners to advance, they do so automatically.

- To advance all base runners, press the LEFT SHIFT BUTTON.
- To return all base runners, press the RIGHT SHIFT BUTTON.
- To advance multiple runners individually, press the Y BUTTON plus the D-PAD in the direction of the next base for each base runner.
- To return multiple runners individually, press the Z BUTTON plus the D-PAD in the direction of the previous base for each base runner.

ADVANCING MULTIPLE BASES

Once a ball is put into play, the batter automatically advances towards first. Any additional bases must be manually taken by the player by using the Y BUTTON and the D-PAD.

LEADING OFF

- To **lead off** base one step, press LEFT SHIFT BUTTON.
- To **return** one step, press RIGHT SHIFT BUTTON.

STEALING BASES

You can attempt a stolen base by pressing the Y BUTTON and the appropriate base direction on the D-PAD at any time during a pitcher's windup or delivery.

USING PINCH RUNNERS

Once a pinch runner has been substituted, he assumes the proper base and becomes subject to normal controls.

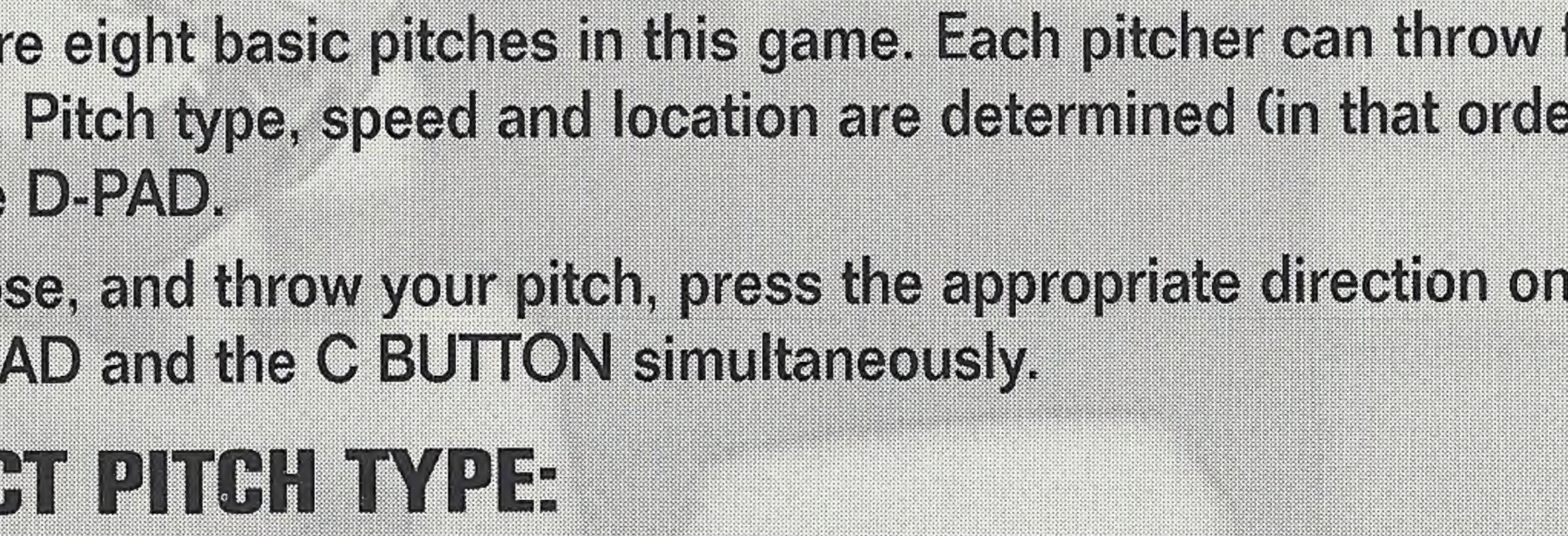
BASIC DEFENSE

Pitch Selection And Control

There are eight basic pitches in this game. Each pitcher can throw four pitches. Pitch type, speed and location are determined (in that order) with the D-PAD.

To choose, and throw your pitch, press the appropriate direction on the D-PAD and the C BUTTON simultaneously.

SELECT PITCH TYPE:



PITCH SPEED:

To control the speed of a pitch, hold UP (slow) or DOWN (fast) on the D-PAD during the windup. If no control is input, the pitch will be medium speed.

SLOW -- UP D-PAD

FAST -- DOWN D-PAD

PITCH LOCATION

To locate a pitch inside or outside, press LEFT or RIGHT on the D-PAD during the pitch delivery. The pitch will be down the middle if no direction is input.

PICK OFF THROWS

To execute a pick off throw, press the B BUTTON and the D-PAD toward any base.

MOVE PITCHER ON MOUND

LEFT SHIFT BUTTON or RIGHT SHIFT BUTTON will shift the pitcher's position on the mound left or right.

THROWING OUT A RUNNER FROM THE PLATE

BEFORE the catcher throws the ball back to the mound, he can try to gun down a runner who's attempting a steal. To do this, press the C BUTTON and the D-PAD in the direction of the base.

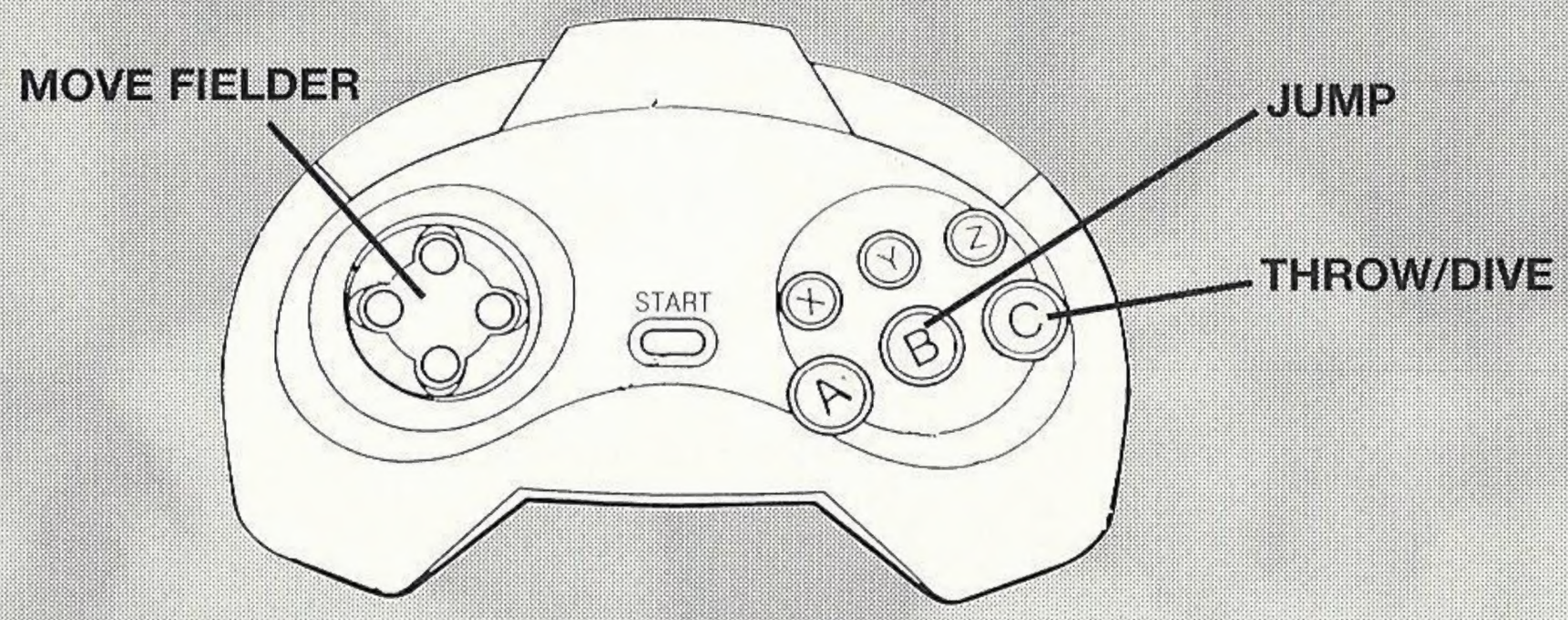
INFIELD SHIFT

Press the A BUTTON and DOWN, UP, LEFT or RIGHT on the D-PAD to shift the infield in, back, left, or right, respectively.

OUTFIELD SHIFT

Press the X BUTTON and DOWN, UP, LEFT or RIGHT on the D-PAD to shift the outfield in, back, left, or right, respectively.

FIELDER CONTROLS:



MOVING FIELDERS

Press the D-PAD to move your fielder in any direction.

CATCHING THE BALL

To catch a ball, move your fielder to the spot where the ball is (or will land).

DIVE

When trying to field a ball that is out of reach, press the C BUTTON and the D-PAD to dive for the ball.

JUMP

Press the B BUTTON and the D-PAD to make a jumping catch.

THROWING

When in control of the ball, press the C BUTTON and the D-PAD in the direction of the base.

MANAGING YOUR TEAM

PRE-GAME OPTIONS

Once you've selected a game type and made the appropriate decisions, it's time to set your line up.

Note that there are plenty of Pause Options, like the Bullpen (press the START BUTTON during game play).

EXCLUSIVE SEASON OPTIONS

To select an option, highlight it, then press the C BUTTON.

Toggle settings by pressing LEFT or RIGHT.

Play Ball Play the next scheduled game in a current season.

Schedule View your team's season schedule.

League Standings See the current season standings.

View Player Stats View stats for all players. Press the C button to bring up more detailed stats on a particular player.

Player Trade Build a championship roster to take you through the Season! See Trading Players for details.

View Player Stats

Part of managing your team properly is knowing the players' strengths and weaknesses. To help you make smart moves, use the wealth of statistical information at your fingertips. Stat groups include 1996 Season Stats (the latest available during development), Current Season Stats (tracked in Season mode) and Lifetime Stats. To view a player's stats, select View Stats and press the C BUTTON. To switch stat groups, press the A BUTTON.

Note: There are different statistical categories for batting, fielding and pitching, and for Season and Home Run Derby™ modes.

Trading Players

Test your skills as a skipper by trading players to build a championship caliber squad.

Trade players in Exhibition, Playoff and Season modes. For information on changing All-Star rosters, please see the All-Star mode section.

You can trade any player for another, whether he plays the same position or not. Keep in mind that you must maintain a 28 man roster, with at least 3 starting pitchers, and one player at each remaining position (in the American League this includes a Designated Hitter). A trade which would leave any position below the minimum is not allowed.

To make a trade: Highlight Trade Player and press the C BUTTON.

- Use LEFT and RIGHT SHIFT BUTTONS to highlight team selection areas (including Restore Default Roster button).
- Use the LEFT and RIGHT D-PAD to toggle the team in a selected area.

- Use UP or DOWN D-PAD to scroll the highlight to a roster player.
- When both players you wish to trade are highlighted, press the C BUTTON. (To reverse the trade, press the C BUTTON again).

Continue until you are satisfied with your rosters.

Note: In a straight trade between two players at the same position, the players will assume their counterpart's position, whether on the bench or in the starting line up. If the players don't play the same position (a catcher traded for a shortstop, for example), the next position player on your roster will assume the vacated spot.

Saving a trade: One set of trades can be saved at a time. After making your trade(s) and exiting the trade screen, you can save any trades you've made to either the internal memory or to an external Memory Cartridge (if one is present). In the event that you do not have enough memory on your cartridge (for example, if a previously saved roster exists), you will be prompted to overwrite existing data to make room.

Note: That if you make trades in season mode, you must use the new roster through the season. This roster is then only available in Season mode.

To restore the default roster, highlight Restore and press the C BUTTON (any unsaved roster changes will be lost). To load a saved roster, see Load Roster under OPTIONS.

Line Up

To access any line up option (at the bottom of the screen), press LEFT or RIGHT on the D-PAD and press the C BUTTON. If you wish to cancel an option after selecting it, simply press the B BUTTON.

STARTING LINE UP

Each team has a default starting line up made up of 9 players (10 if a DH is used) who normally start at their positions, but one player can be swapped into another's position or brought off the bench and into the line up in any position. A player swapped out before a game starts will return to the bench, where he remains eligible for play. Each player has his usual position listed with his name, number and stats.

CHANGE BATTING ORDER

You must make any changes to the batting order before a game. To do so, highlight the player in the starting line up who occupies the position in the batting order you wish to change, then press the C BUTTON. Next, move your highlight to the player you would like the previously selected player to change places with in the batting order and press the C BUTTON. The two players will exchange slots in the batting order.

DESIGNATED HITTER

Pitchers usually make poor hitters. They are regarded as almost sure outs; in the National League, the pitcher is invariably placed ninth in the batting order, while the American League removes the pitcher from the batting order altogether in favor of a Designated Hitter. Teams from different leagues follow the rules of the home team.

SWAP POSITIONS

Swap player positions by pressing the C BUTTON when any current position is highlighted. Toggle to the position you wish that player to assume and press the C BUTTON again. The two players will exchange playing positions.

Player Substitution

If you wish to substitute a different player at a position (including changing your default starting pitcher), press the C BUTTON when the position player is highlighted. Then find the player you wish to put in that position and highlight him. Pressing the C BUTTON will bring that player into the previously highlighted position. The player formerly in that position will move to the bench (unless each player was in the starting line up), where he remains available for play.

STARTING PITCHING

Starting pitchers have an optimal stamina rating of 100%. A relief pitcher will enter the bullpen at 65%, and must be warmed up to 100%. To change your starting pitcher, select Substitute Player, highlight the pitcher and press the C BUTTON. You'll see a roster of available pitchers, select the desired one and press the C BUTTON. In Season mode, pitchers are on a 5 day rotation.

Note: After a game, the line up resets to the default starting line up.

VIEW OPPOSING TEAM'S LINE UP

Highlight this option and press the C BUTTON, then use the D-PAD to scroll through the opposing line up.

FINISHED

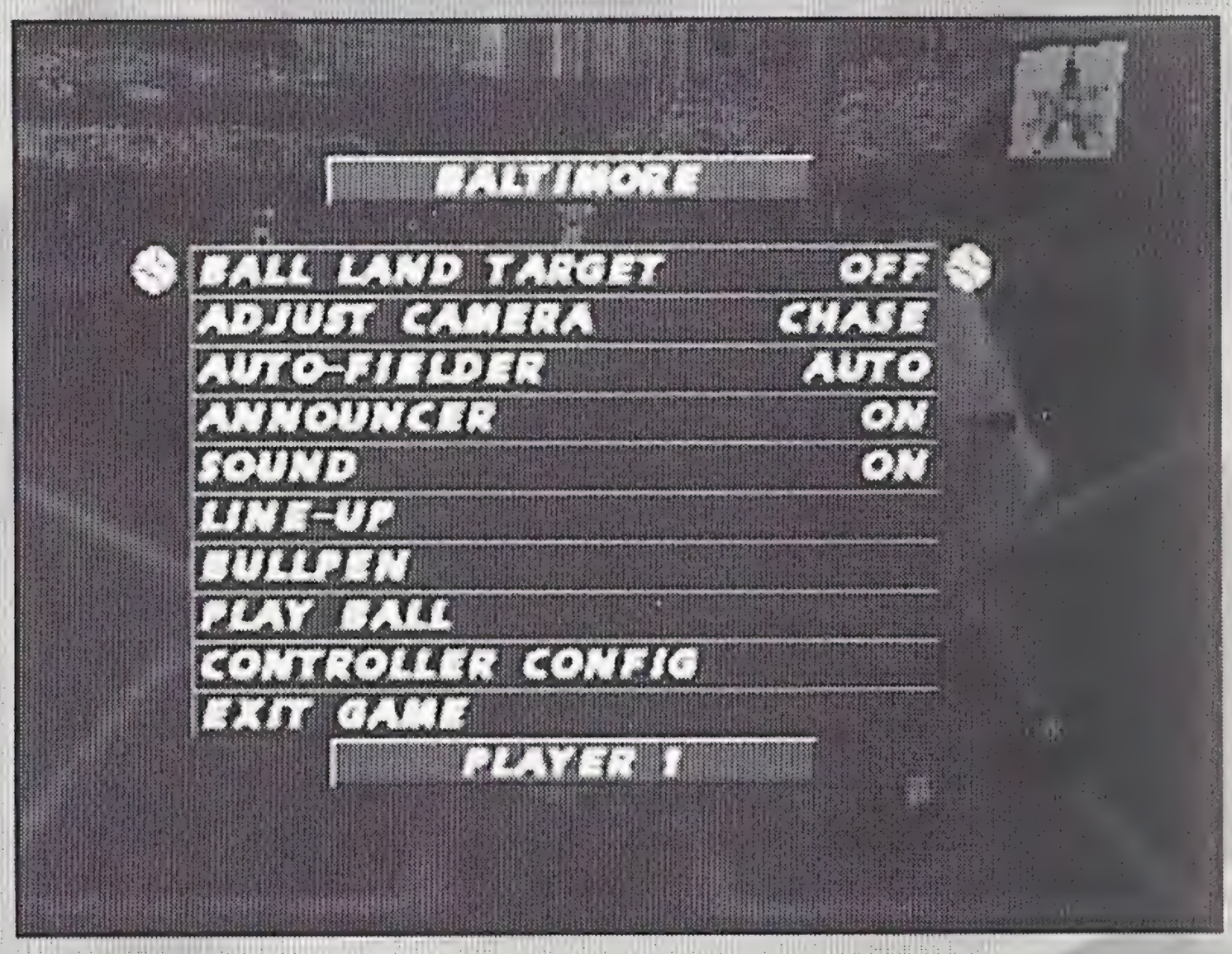
When you're through setting your line up, select Finish and press the C BUTTON to begin play.

PAUSE OPTIONS

Ball Land Target
Toggle this target ON or OFF.

Adjust Camera
Choose from High, Medium, Ground and Chase options.

Auto-Fielder
Play with Auto Fielding set to AUTO or OFF. Off means you control the fielding.



Announcer, Sound and Line Up function as previously described.

Bullpen

The Bullpen features five options. To select an option, highlight it then press the C BUTTON. To return to the bullpen options screen, press the B BUTTON. After you've set your Bullpen Options, press the B BUTTON to return to the Pause Options menu.

PITCHER INFO

This screen lists the current and available pitcher(s) on a team, along with his number, which arm he throws with (R or L), his pitcher type (Starter, Middle Reliever or Closer), which pitches he throws and his current level of Stamina. As a pitcher's Stamina decreases, so will his performance.

WARM UP PITCHER

Before entering a game, a relief pitcher should be warmed up in the bullpen. You can have up to two pitchers warming up at any time. A warmed up pitcher will cool down or tire if not used in timely fashion.

To start warming up a pitcher, select Warm Up Pitcher, then highlight the desired pitcher from your available roster and press the C BUTTON.

CHECK WARM UP

To check on any pitcher who is warming up, select Check Warm Up. The status of a pitcher warming up in the bullpen varies from Cold (blue) to Warm (red) to Tired (yellow). When the meter shows a pitcher is Warm, he's at his optimal state of readiness.

WARM UP TO MOUND

To replace the pitcher currently on the mound with a warmed up replacement, highlight Warm Up to Mound.

- To select a replacement pitcher currently warming up in the bullpen, move the highlight to the desired pitcher and press the C BUTTON. The current pitcher will leave the game, and the new one will take his place.

BULLPEN TO MOUND

You may bring a new pitcher to the mound directly from the bullpen (without warming him up). To do so, select Bullpen to Mound, move the highlight to the desired pitcher and press the C BUTTON.

PLAY BALL Resume your game from where you paused it.

CONTROLLER CONFIG View the preset controller configuration.

EXIT GAME To quit out of the current game and return to the Main Menu Screen.

GAME TYPES

To select a particular game mode, press UP or DOWN on the D-PAD to select the desired game type, then press the C BUTTON.

Exhibition Games (1-2 Player)

An Exhibition Game is a one game event for one or two players. In Exhibition mode, two players can even choose the same team! Choose from all 30 Major League teams, including the 1998 expansion Arizona Diamondbacks™ and Tampa Bay Devil Rays™. Exhibition games do not count in the standings, and do not affect stats. After choosing your Game Mode, select the number of players, innings, and Regular Play or Quick Play options. You will then move to the Team Select Screen, where you can choose your team(s), and who will control them.

Season Mode

In Season mode, you will play as any one of 28 Major League Baseball™ teams for an entire season as you battle towards a league title, and, if you're good and get some breaks, the World Series™! Season schedules include Interleague Play, and season length is adjustable. Once Season mode is selected, you will see a choice of season options.

First you will need to choose between starting a New Season, or picking up a previously saved season from where you left off by selecting Resume Season.

SEASON TYPES

NEW SEASON

Note: To start a New Season, any previous season information must be erased.

Choose between New Season and Resume Season. When you highlight New Season, you will then choose whether or not to erase an old season.

- If you wish to begin a New Season, highlight Erase Old Season, then press LEFT or RIGHT on the D-PAD to highlight "YES".

RESUME SEASON

If you wish to resume a saved season from where you left off in your season schedule, highlight Resume Season and press the C BUTTON. You will then go to the Pre-Game Options screen. Highlight Play Ball and press the C BUTTON.

SAVING A SEASON GAME

In Season mode, you have the option of saving a completed game so you can pick up scheduled play later. Saving a game saves your current game results, roster trades, and updates your season stats.

- To save your game, view the post-game screen, then press the C BUTTON. You will come to the Save screen. Once this screen appears, you will be asked if you wish to save your game, and whether to save to internal or external memory.

NOTE: Saving a game will erase ALL data stored on your Memory Cartridge. You will next be asked if you wish to save over (erase) any previous game. Select "Yes" to do so, then press the C BUTTON. Your current season game will be saved.

Playoff

Go directly to exhilarating playoff action in this grueling three round contest! The first round features a best-of-five series, followed by two best-of-seven match-ups against the top remaining teams in each league. Playoffs feature the three best teams in each league plus a wild card team battling for the title! The winners then face off for the League Championship—and perhaps the World Series™! You can choose which league you wish to play in and whether you wish to select your Playoff team(s) or have the computer do so.

- A 1 Player game pits your first place team against CPU-controlled opponents through a playoff elimination ladder.
- A 2 Player playoff pits two human players against each other as they battle up the Playoff ladder to the top. They will meet only once. The round they meet in depends on which leagues they choose to play in.

The All-Star Game

This mid-season classic is a one game contest featuring the best (or most popular!) position players in each league. Player 1 elects to play in either the American League or the National League. The computer will then automatically select All-Star Rosters for each team. Next you will see the All-Star Rosters screen, which features your current roster at the top of the screen, and allows you to make changes to your roster.

- To view and make changes to your All-Star roster, highlight the League Roster at the top of the screen with the LEFT or RIGHT SHIFT BUTTONS. (You can scroll through your roster by pressing the UP or DOWN D-PAD).

To Change Your All-Star Roster

Scroll the highlight to the All-Star player you wish to replace. (Note that you can only replace an All-Star player with a player at the same position). Highlight the list of available substitute players (below the League All-Star roster). Scroll through position players to find the one you wish to put on the All-Star team. Press the C BUTTON. The position player who's portrait and stats appear in the roster at the bottom of the screen will replace the player you highlighted in the All-Star roster. Press the C BUTTON again to reverse the trade. When you are done setting your roster, press LEFT SHIFT or RIGHT SHIFT to highlight the FINISHED box, then press the C BUTTON. Your selected player's name will appear next to his position on the roster. If you make a mistake or wish to change any player, simply highlight the position again and select a new player. You will then see the All-Star Roster for Player 2 or your CPU controlled opponent. Player 2 can then make any desired roster changes, then highlight "Finished."

Home Run Derby™

The Home Run Derby™ is the most honored hitting contest in all of baseball. In this mode, you compete to see who can hit the most homers. There are up to three rounds, depending on the number of contestants.

- Up to 10 contestants (5 from each League) compete in the Home Run Derby™.
- Each batter is allowed between 10 and 30 outs (any swing that doesn't result in a homer is an out in the Derby!) from an unlimited number of pitches.
- 2nd round: Top 4 hitters advance
- 3rd round: Top 2 hitters advance

Batters are scored by the number of homers they swat.
In the event of a tie, the longest total distance of all contestant's homers in a round will determine who advances.

CHANGING DERBY ROSTER

To change the Derby roster and default player control, highlight a particular contestant, then press LEFT or RIGHT on the D-PAD to toggle between 1P (player 1), 2P (player 2), Empty and CPU. Highlighting Empty will remove the player in that slot from the contestant roster. To substitute a different player for any Derby contestant, highlight the player you'd like to swap out and press the C BUTTON. Select a player by choosing the team he's on, then scrolling to him and pressing the C BUTTON.

Batting Practice

BP, or Batting Practice, allows you to warm up and to perfect your hitting skills against the fearsome major league pitching featured in All-Star Baseball '97 Featuring Frank Thomas™. You can choose whether you wish to select the batter (Team/Batter Select), or let the computer decide (Random Batter).

- To choose your own batter, highlight Select Batter, scroll the Select Box to the appropriate League and team. Next, scroll to the desired player and press the C BUTTON to select him. This player will then be the batter you control in practice.
- To have the computer select a batter at random, highlight Random Select and press the C BUTTON.

After selecting your stadium, you will go directly into the Pitch Select screen. Note that in Batting Practice, the computer always controls the pitcher.

- To select the type of pitches you wish to practice hitting against, highlight the Pitch Type box and press the C BUTTON. Press UP or DOWN on the D-PAD to select a particular pitch type (press LEFT or RIGHT to switch a pitch on or off). Go to Play Ball and press the C BUTTON to begin practice.
- Selecting Random will cause the computer to throw a variety of pitches.

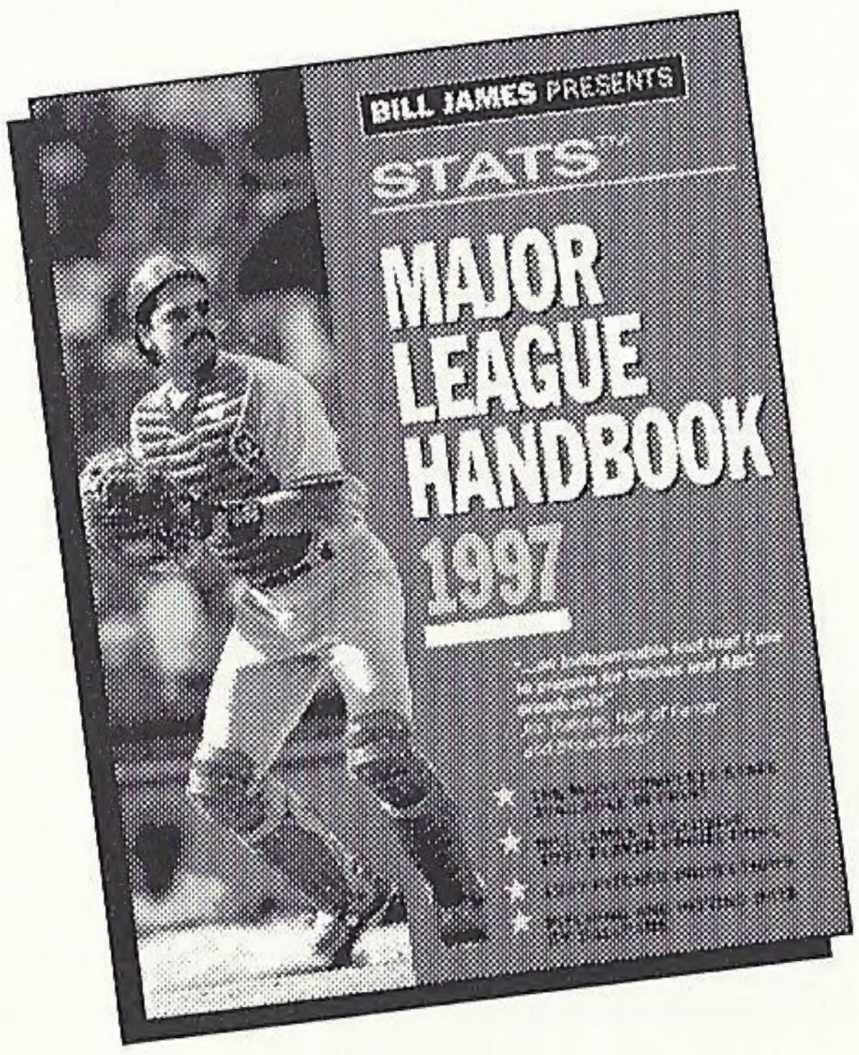
COACHING TIPS

- The better you know baseball, the more you'll get out of this game. Knowing the ins and outs of situational play will help guide you through hours of play. To learn more about baseball basics, visit the library, or better yet, the ballpark!
- Take advantage of your bullpen! If you get behind early and your man on the mound doesn't settle down, don't wait for him to find his stuff. Bring in the firemen!
- Pushing and Pulling the ball can make the difference between a line drive into the gap and a blooper straight at the shortstop. Treat batting like the pros do: get plenty of practice, especially before beginning a Season.
- There's a reason stats figure so prominently in baseball; besides their inherent amusement value, stats are crucial assessment tools. As a manager, they may be all you have to go on when you need to make trades and other roster adjustments.

NOTES

Arm Yourself for Major League Baseball 1997

STATS, Inc. has all you need to enjoy Major League Baseball. From books to fantasy games to cyberspace features, STATS takes care of the baseball fan in you!



STATS Major League Handbook 1997 — The most ***popular*** baseball annual in print! Complete player and team stats, fantasy projections, ballpark info. A complete guide to Major League Baseball.
Order HB97 for *only* $19.95

STATS Diamond Chronicles 1997 — Baseball news straight from the gurus. Essays and debates from the 1996 season and offseason, featuring the most popular writers in the business. **Order CH97 for *only* $14.95**

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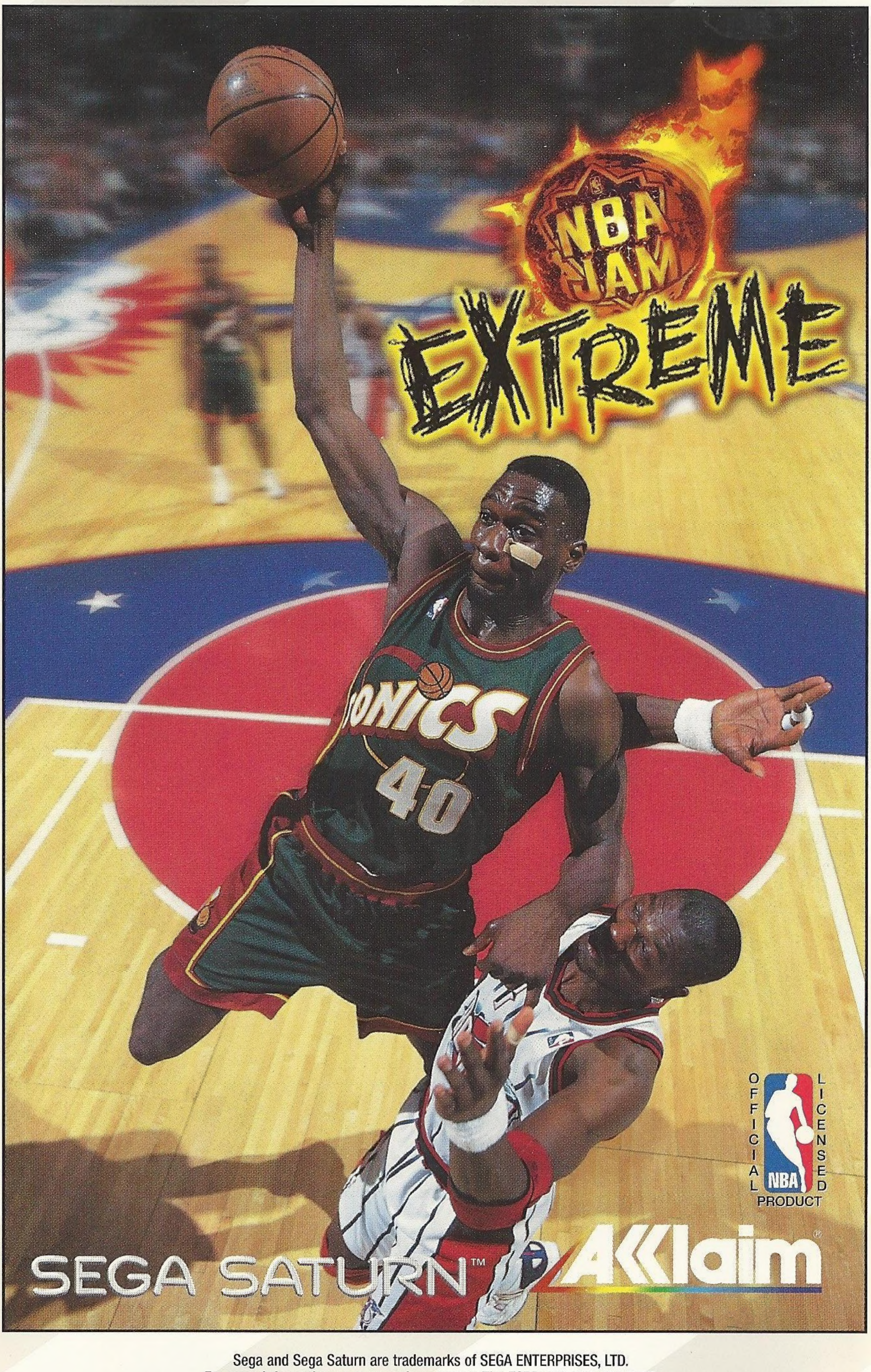

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